

PUNKS OF CATAN



WITH ORIGINAL ART BY
MATTIAS KAUFMAN

A SHAMELESS NOCK-OFF OF SOME GAME
BY KLAUS TEUBER

PLEASE SHARE WITH ANYONE WHO MIGHT ENJOY! IF YOU WANT TO SHOUT OUT THIS GAME OR
YOUR OWN REMIXED VERSION USE THE TAG #PUNKSOFCATAN

BASIC RULES

Game Setup:

1. Shuffle land hexes. Deal one row of five.
2. Deal two rows of four, one on each side of the row of five.
3. Deal two rows of three, one on each side of the rows of four.
4. Shuffle harbor hexes. Deal them alternately with ocean hexes.
5. Choose one coastal hex. Deal the markers clockwise, alphabetically, starting with that hex.
6. Each player places one squat and one road. The road must connect to the squat.
7. In reverse order, each player places another squat and road. After placing the second squat, each player takes one resource card for each hex adjacent to the squat.
8. Play commences, in turns as described below, until one player has ten points.

Hexes: Food Not Bombs Table (produces food), Dumpster (stuff), Bike Project (bikes), Show Spaces (shows), Free School (DIY skills)

Rules for building roads and squats:

Roads: are built on the edges between two hexes.

Squats: are built on the intersections of three hexes. A squat cannot be placed on an intersection adjacent to another squat. Corollary: the three intersections adjacent to each squat will always be empty.

Collectives: replace existing squats.

Turn Sequence:

(1) Player rolls the dice. Each hex marked with the number rolled produces one resource card for each adjacent squat and two resource cards for each adjacent collective. If a 7 is rolled, the Cop is moved.

(2) Player may trade resources (or other things) with any other player, a harbor or the “credit union”

Trades: with a 3:1 harbor, a player may trade three of any one resource for one of her choice.

With a 2:1 harbor, a player may trade any two of the required resource for one of her choice.

At any time, a player may trade four of one resource for one of her choice.

(3) Player may build as many times as desired, at the following costs:

Road: 1 food, 1 stuff

Squat: 1 food, 1 stuff, 1 show, 1 DIY skill

Collective: 3 bikes, 2 shows

Development card: 1 bike, 1 show, 1 DIY skill

The Cop: If a player rolls a seven, the following three actions are taken:

(1) Any player with more than seven resource cards must discard half of their cards, rounding down.

(2) The player moves the Cop to any hex other than the wasteland. While the Cop is on a hex, that hex does NOT produce resources, even if its number is rolled.

(3) The player steals one resource card from a player with a squat adjacent to the Cop hex.

Development Cards: there are 25 development cards:

14 Black Blocs, which allow the player to move the Cop and steal a card (see The Cop)

6 Resource Cards (2 Road Building, 2 Mutual aid, 2 Year of Plenty)

5 Punk Point Cards

Development cards should be kept secret until played.

Longest Road & Most Property Damage: A player gets these cards (which are placed face up) upon building a road of five segments (not counting branches) or playing three Black Bloc cards, respectively. Each card is worth two punk points. Each card may be taken by another player upon building a longer road or playing more Black Bloc cards (ties go to existing holder).

Winning: A player wins upon having ten points. Instantly. Points are scored as follows:

Each squat..... 1 point

Each collective..... 2 points

Each Punk Point development card..... 1 point

Longest Road or Most Property Damage..... 2 points (each)

ASSEMBLY

For assembly you will need:

- This Zine
- Scissors
- Glue stick or Mod-Podge
- Paperboard (the stuff cereal boxes are made of) or Cardboard or Laminator
- Colored paper or markers/colored pencils.
- Bottle caps (optional)
- 2 6-sided dice

If you just want to play quick, all you need to do is cut out the pieces on the following pages and create the other pieces out of paper. But if you want the game to last...

Cut out the pieces and glue or mod-podge them to paperboard or cardboard, then laminate them(if you want a really hard wearing game) For playing pieces I like to use bottle caps in 4 colors with \mathcal{N} and C drawn on with marker, but you could use colored paper glued to cardboard too. For road pieces I just use pieces of card board with colored paper stuck to them.

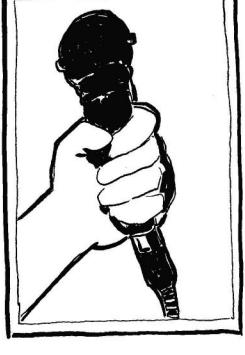
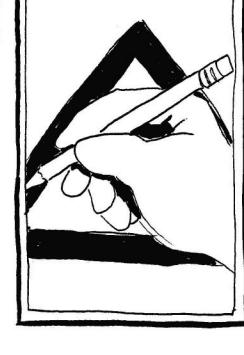
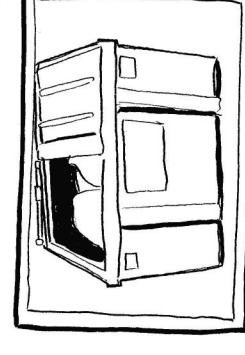
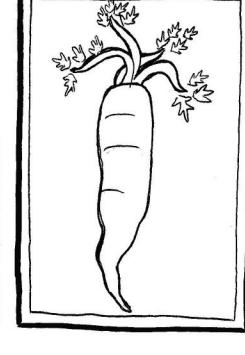
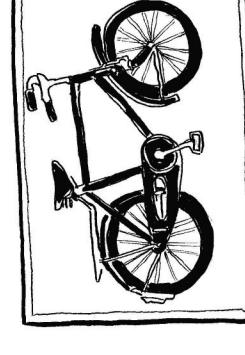
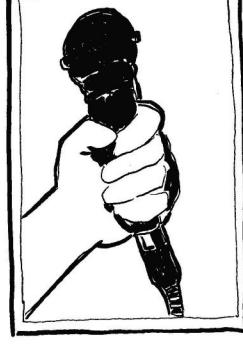
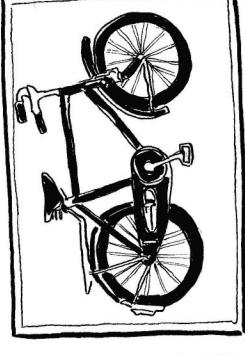
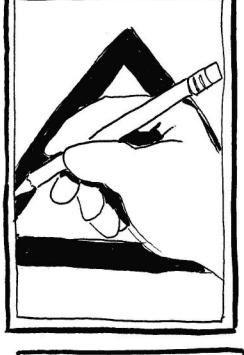
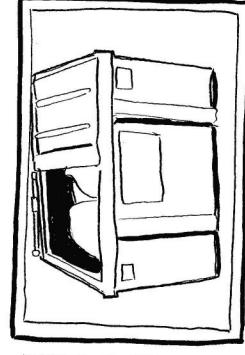
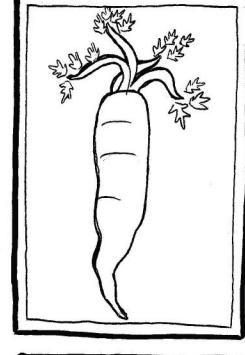
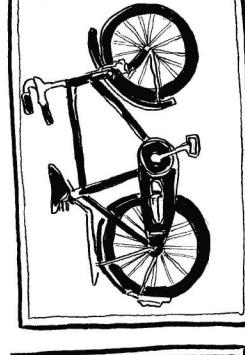
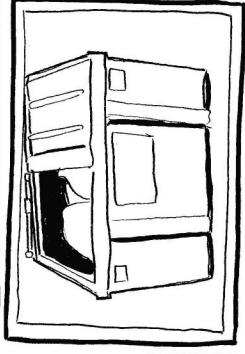
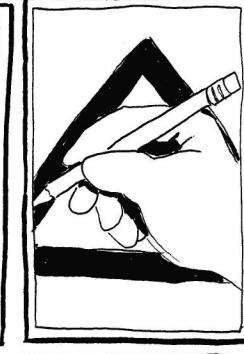
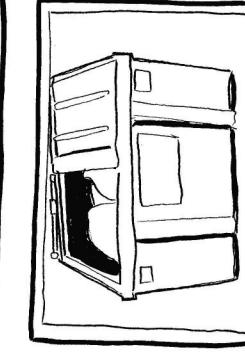
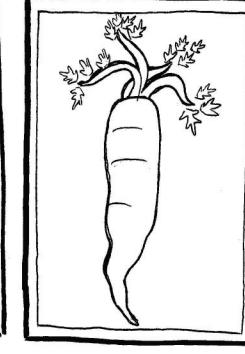
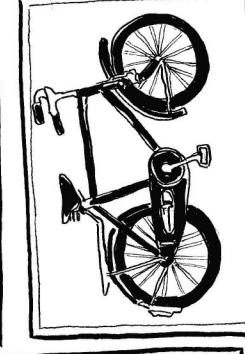
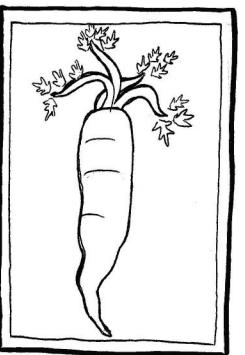
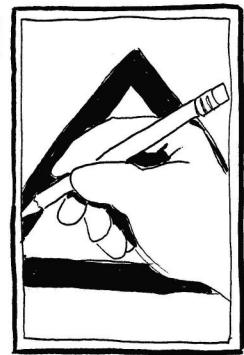
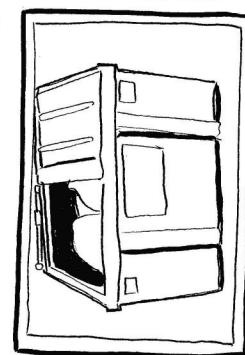
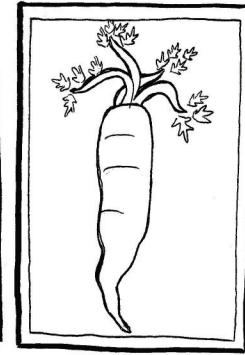
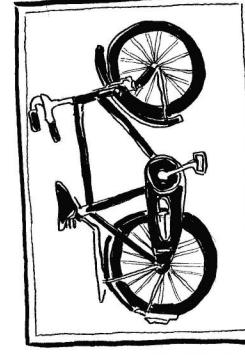
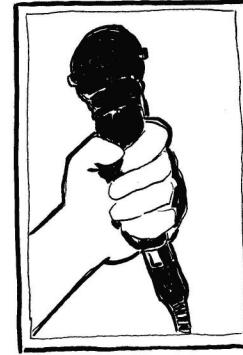
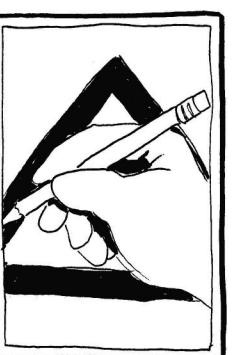
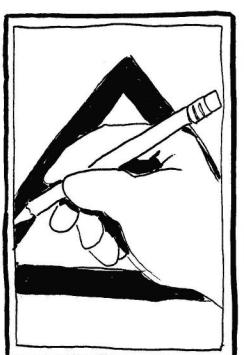
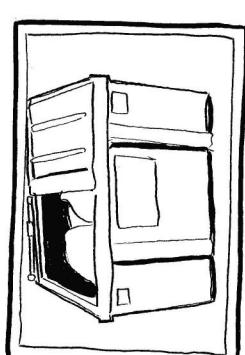
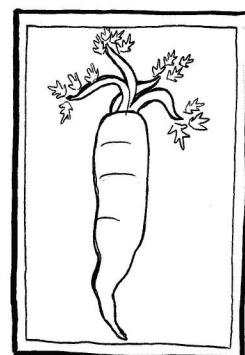
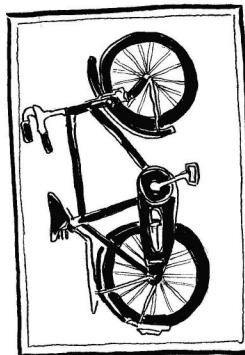
Each game includes the following components:

- 37 Hexagonal terrain tiles:
 - 4 Dumpsters
 - 4 Free Schools
 - 4 Show Spaces
 - 3 Food Not Bombs Tables
 - 3 Bike Projects
 - 18 Ocean (9 with, and 9 without harbors)
 - 1 Urban Wasteland
- 95 Resource cards, including:
 - 19 Stuff (from Dumpsters)
 - 19 DIY Skills (from Free Schools)
 - 19 Shows (from Show Spaces)
 - 19 Food (from Food Not Bombs)
 - 19 Bikes (from Bike Projects)
- 25 Development Cards:
 - 14 Black Blocs
 - 6 Progress
 - 5 Victory Points
- 4 Building Cost Cards
- 2 Special Cards:
 - Longest Road
 - Most Property Damage
- Playing pieces in 4 colors: (numbers show totals, IE there are 4 Collectives of each color)
 - 16 Collectives (C's)
 - 20 Squats ()
 - 60 Roads (bars)
- 18 Number markers (tokens)
- 1 Cop Token

You will also need:

- 2 6-Sided Dice

PDF note: if you are printing this from a PDF, print page 2 onto the back of page one and print the rest single sided



“show”

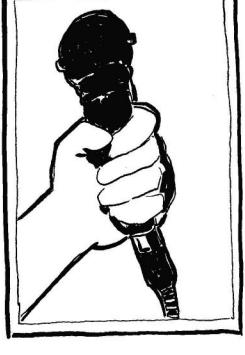
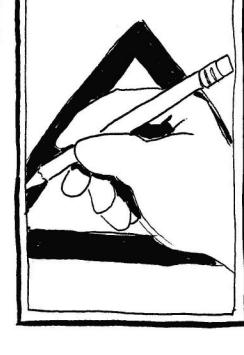
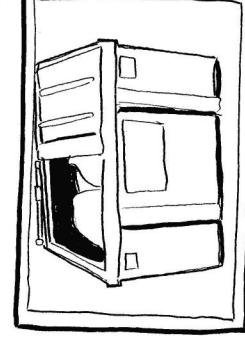
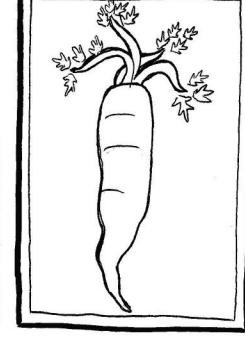
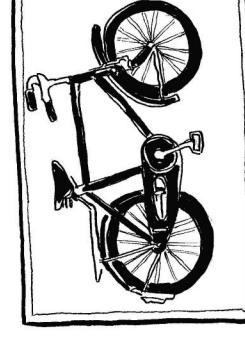
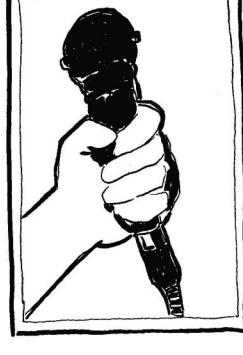
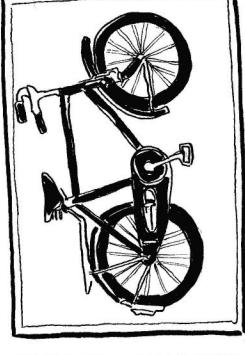
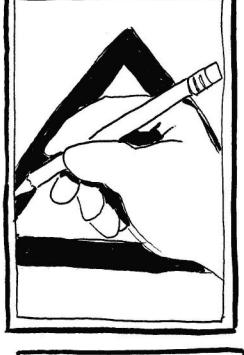
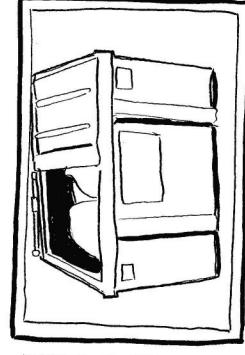
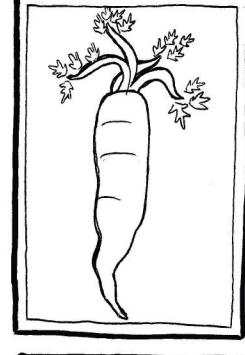
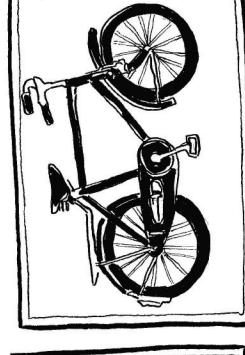
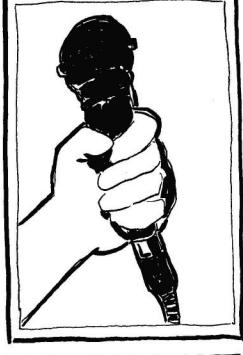
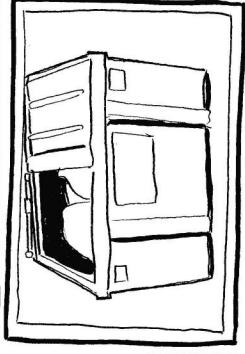
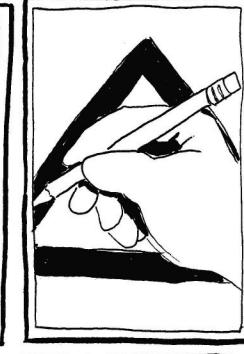
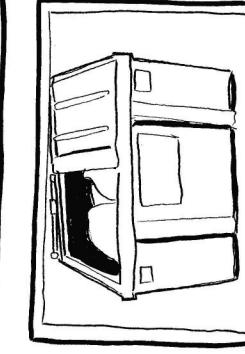
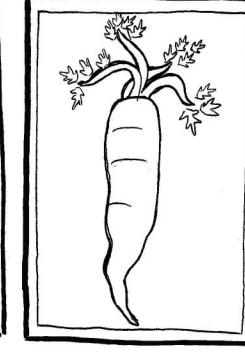
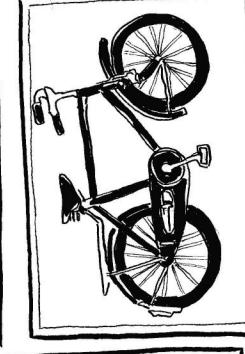
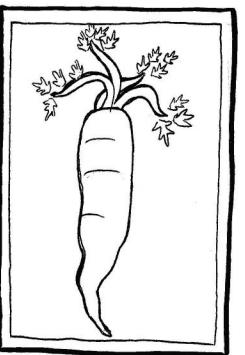
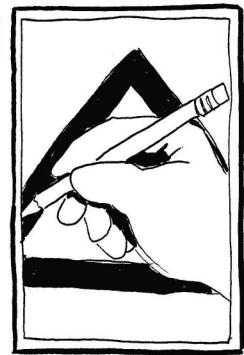
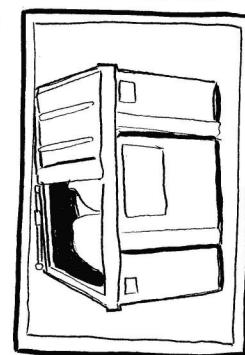
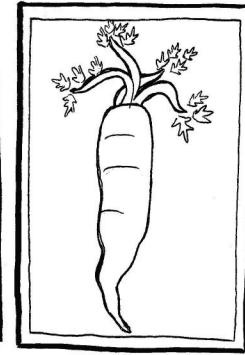
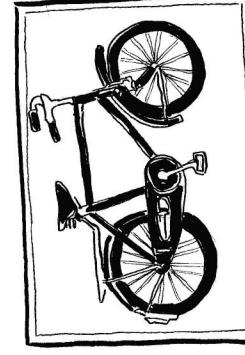
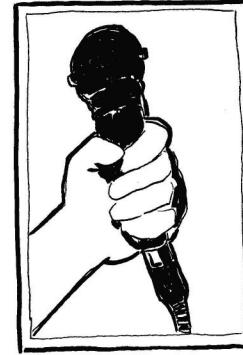
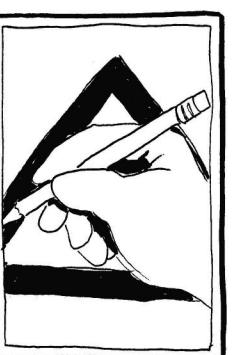
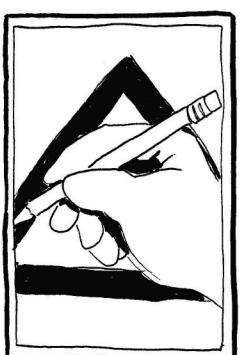
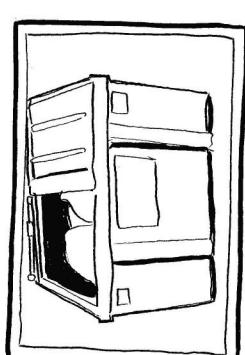
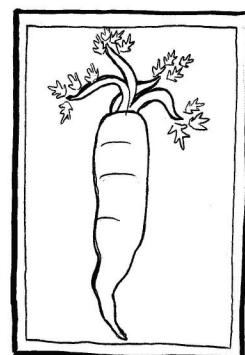
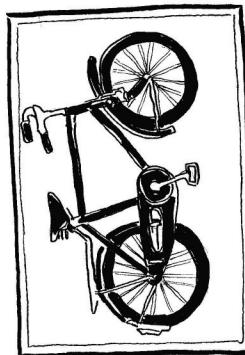
“bike”

“food”

“stuff”

“skill”

Resource Cards



“show”

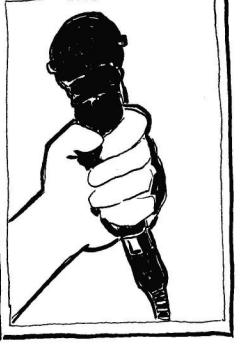
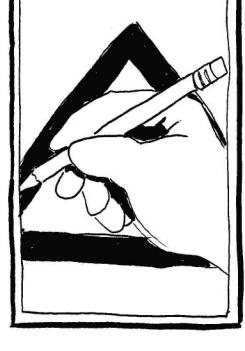
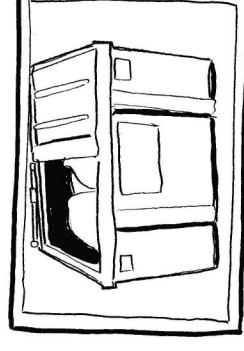
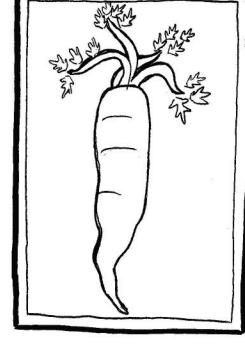
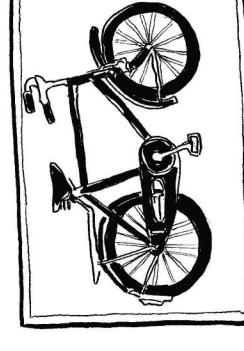
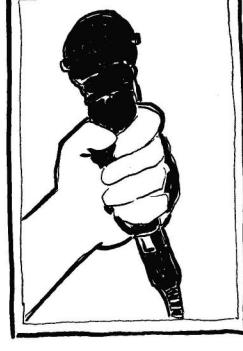
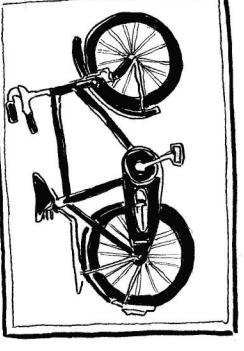
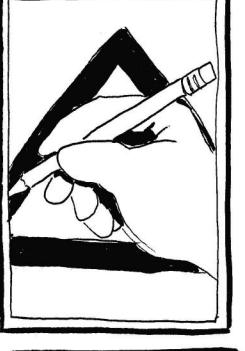
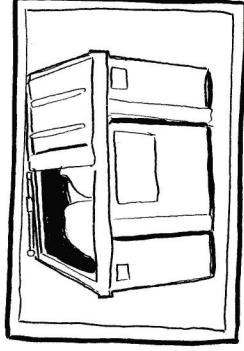
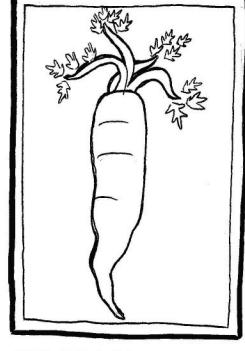
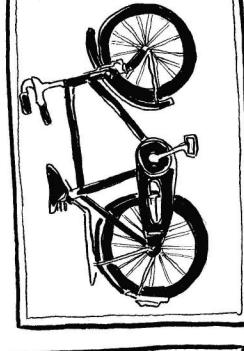
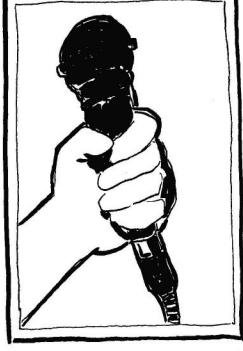
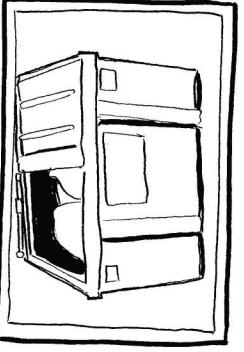
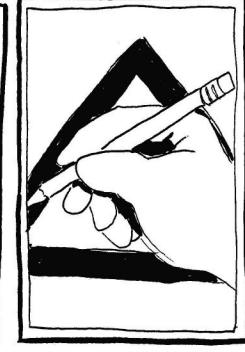
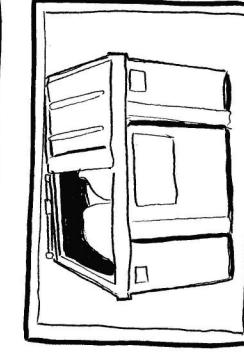
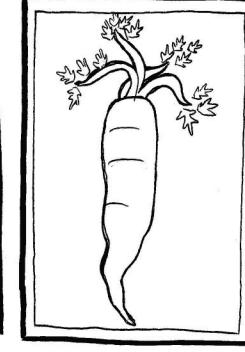
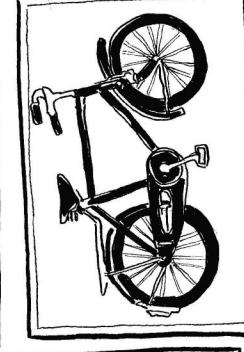
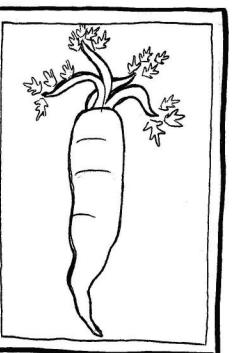
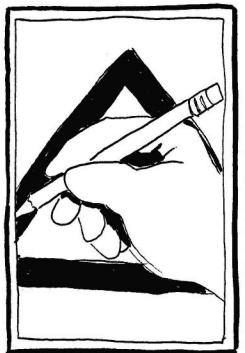
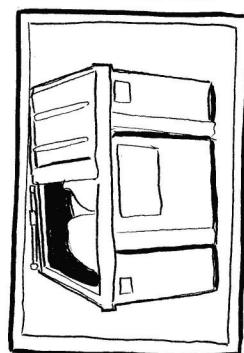
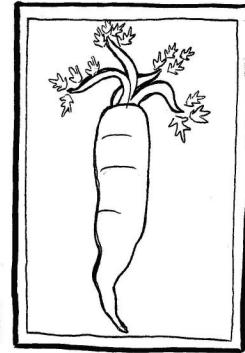
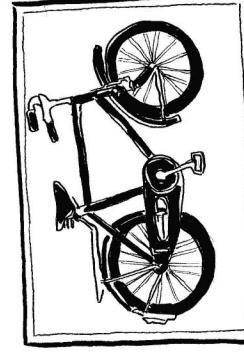
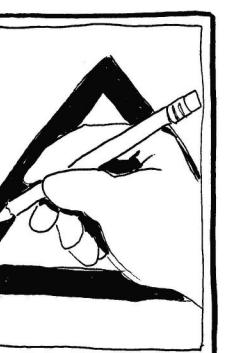
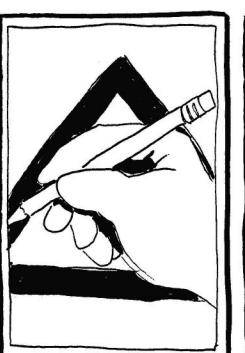
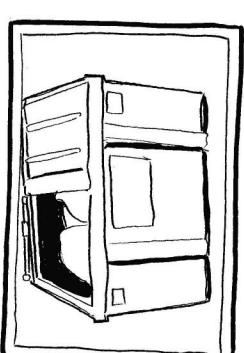
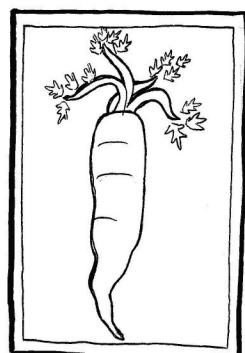
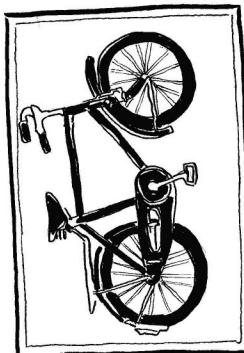
“bike”

“food”

“stuff”

“skill”

Resource Cards



“show”

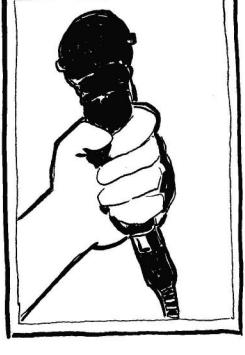
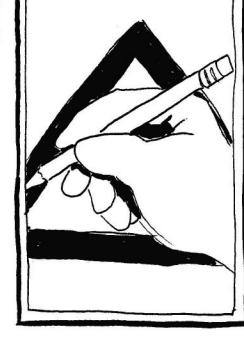
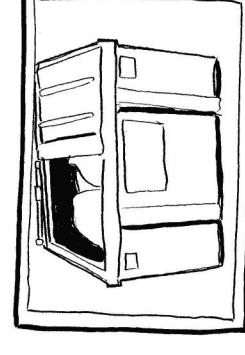
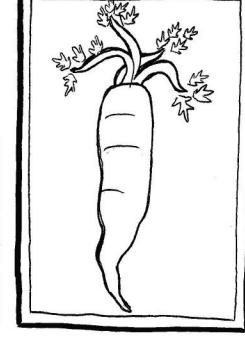
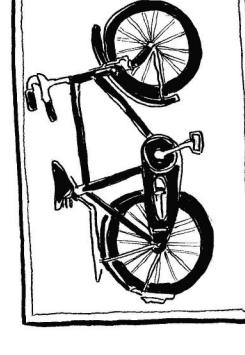
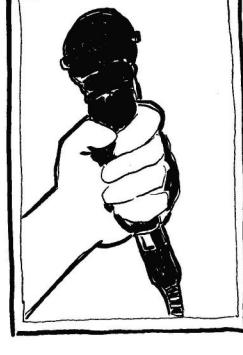
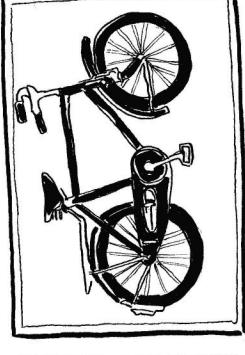
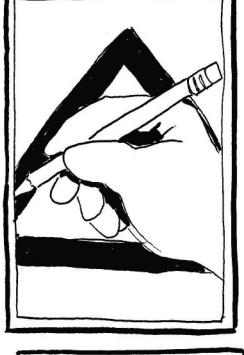
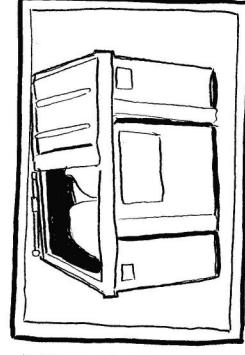
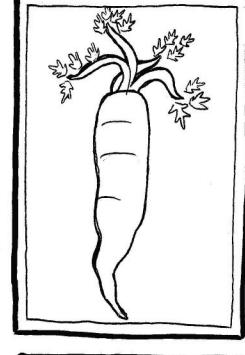
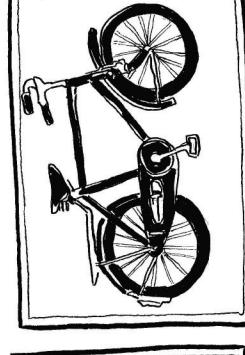
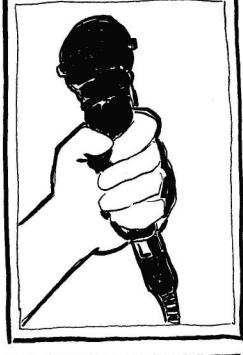
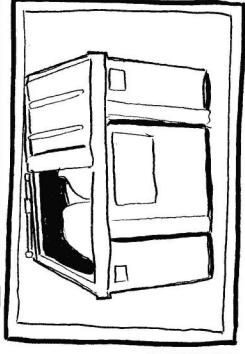
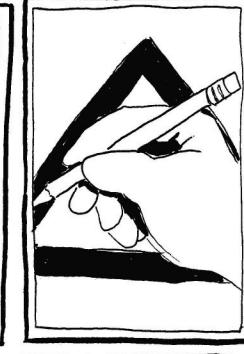
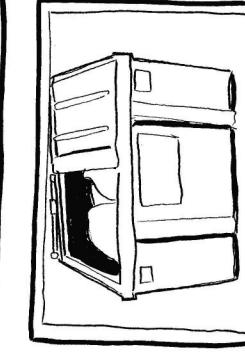
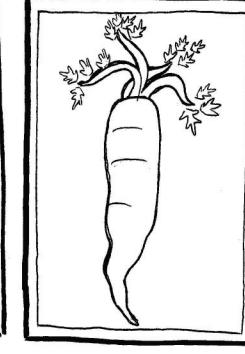
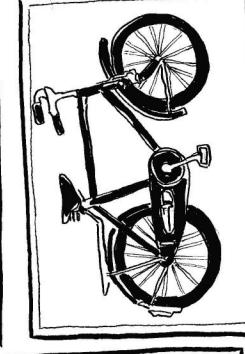
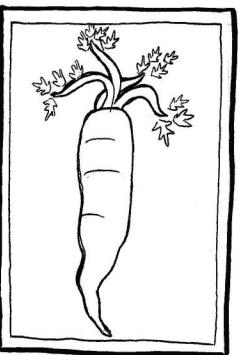
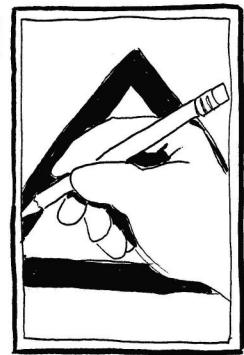
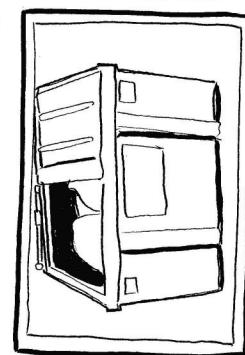
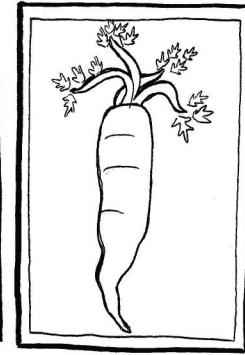
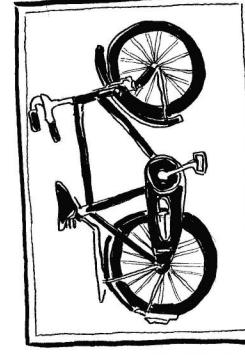
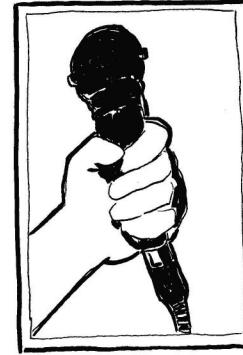
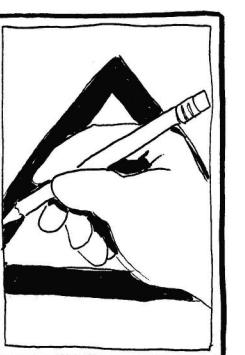
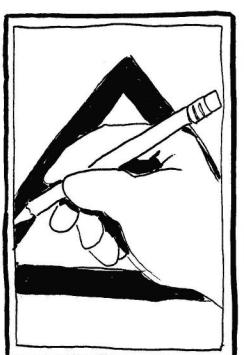
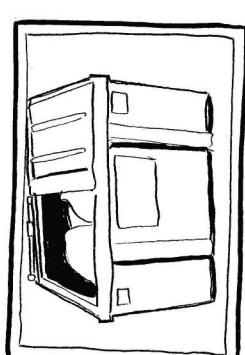
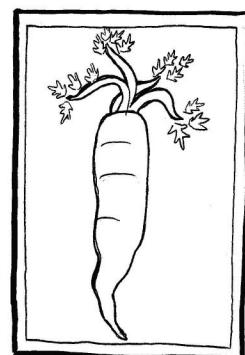
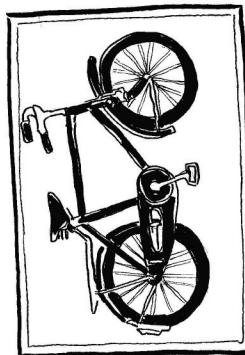
“bike”

“food”

“stuff”

“skill”

Resource Cards



“show”

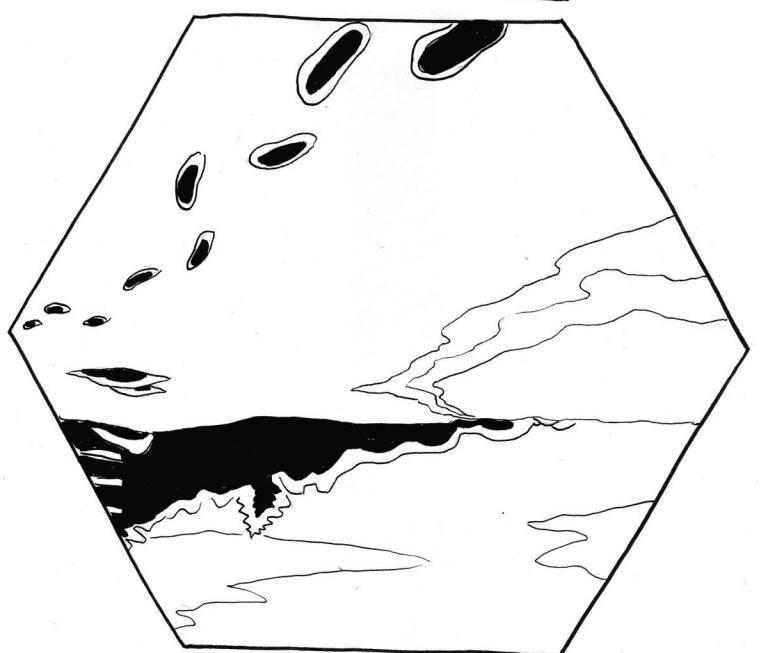
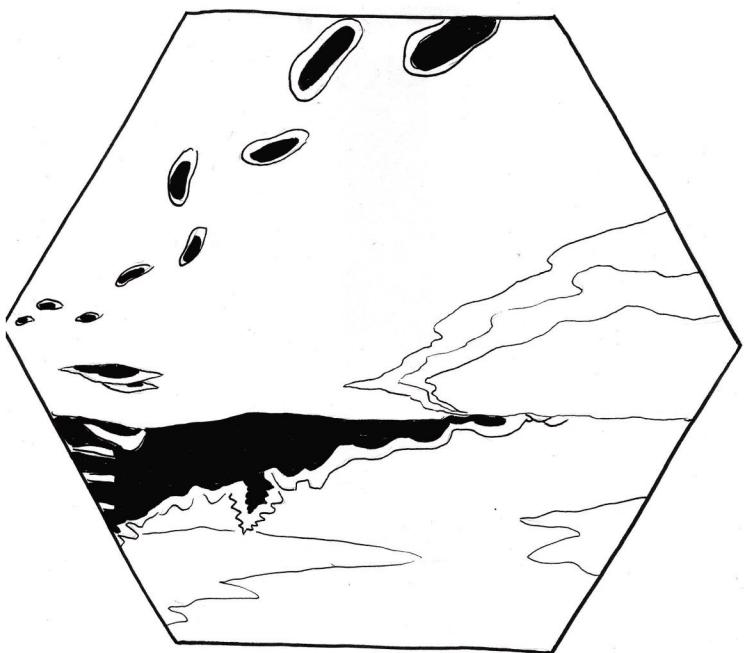
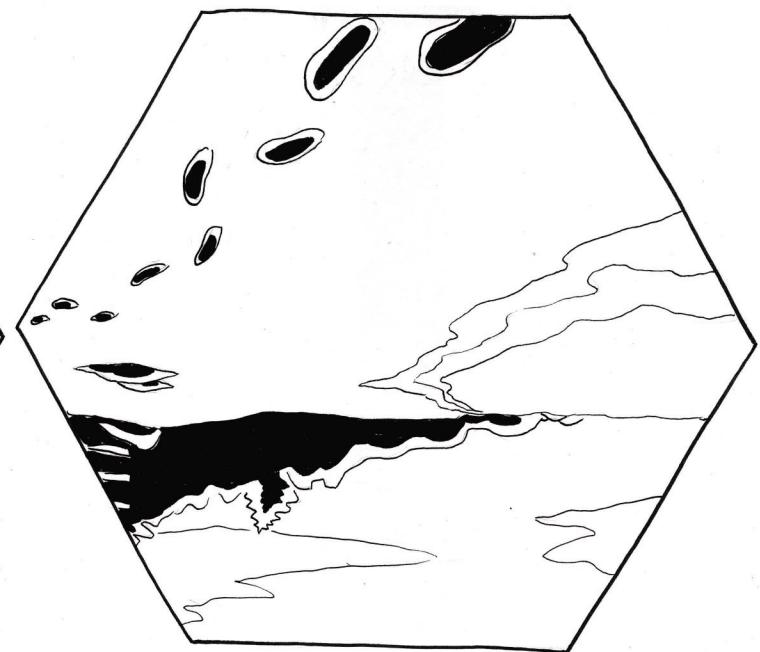
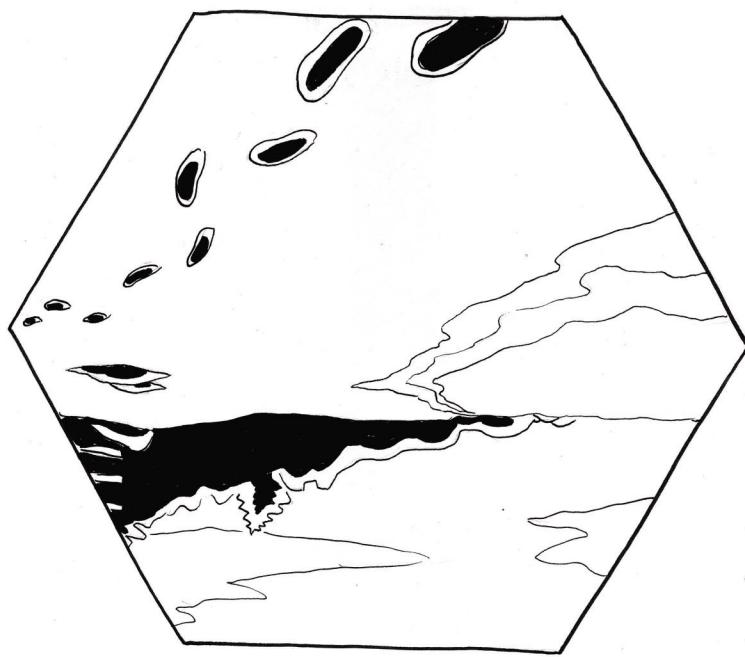
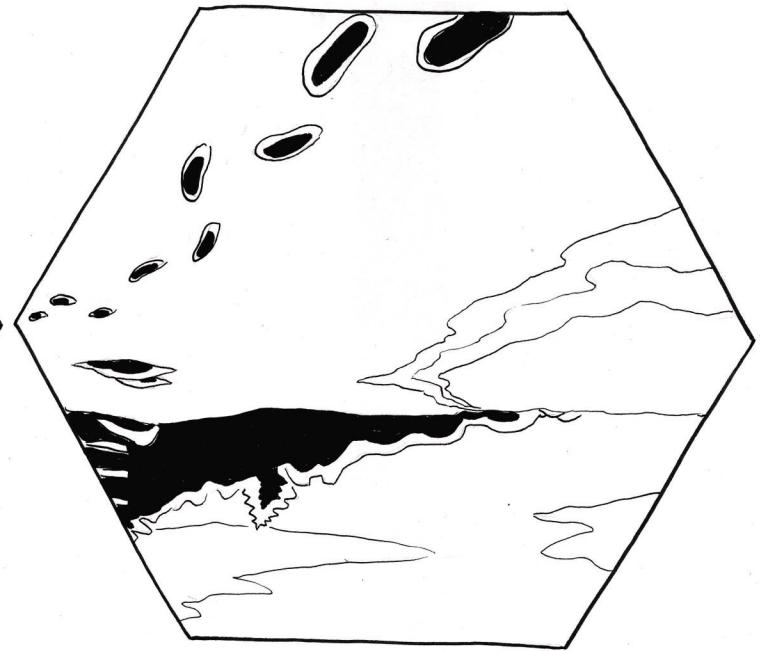
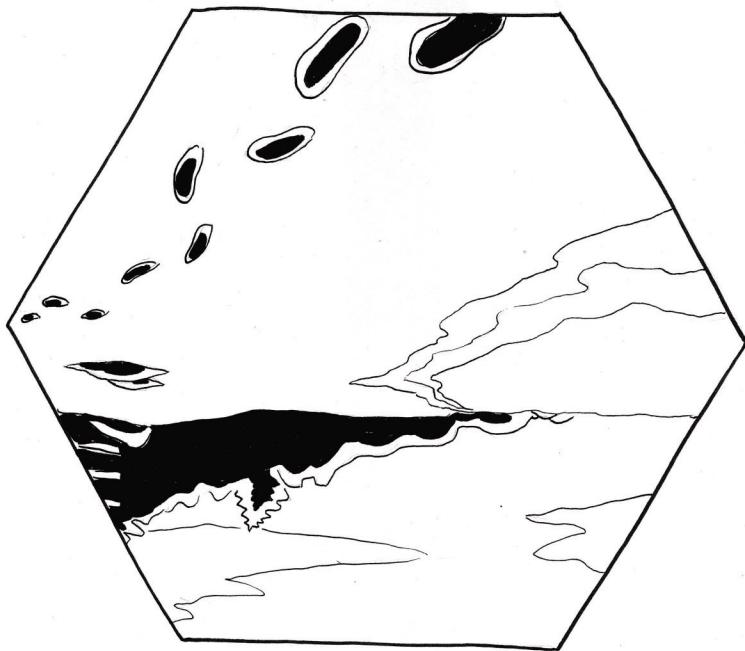
“bike”

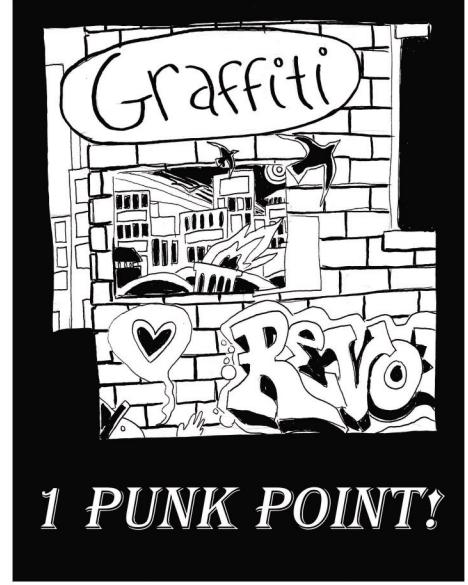
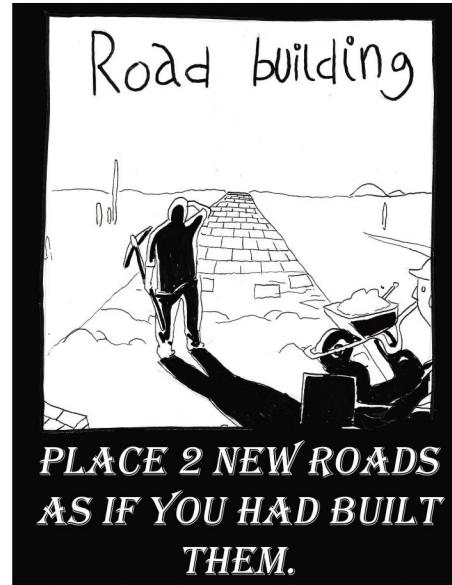
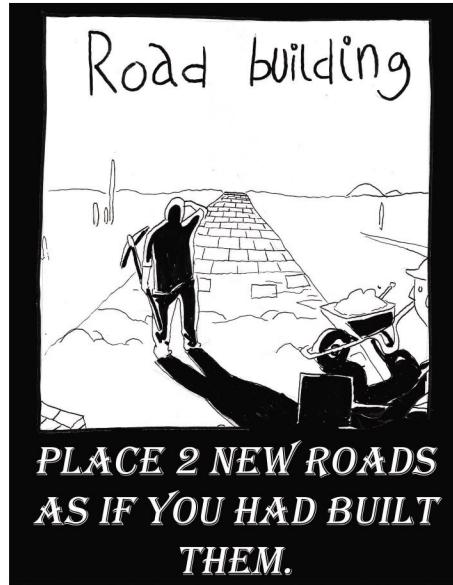
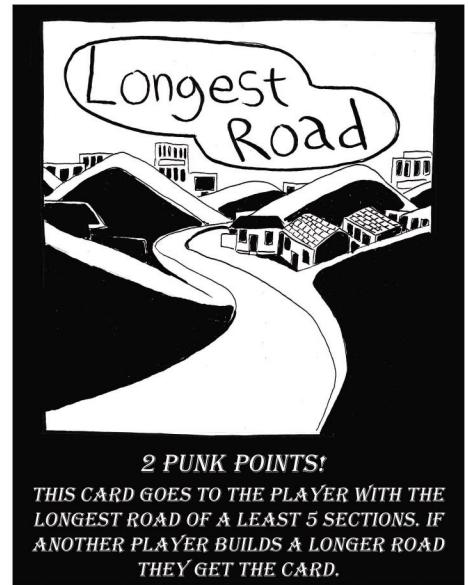
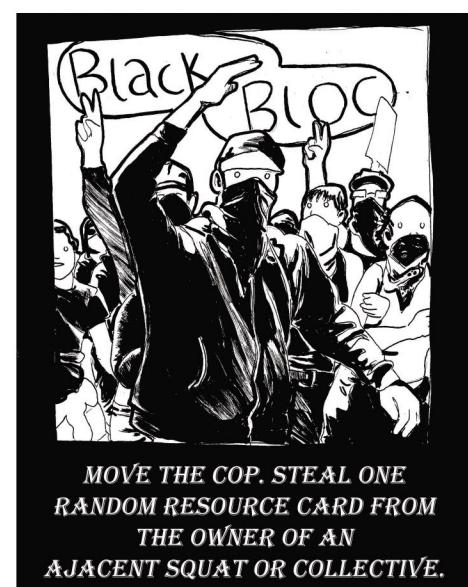
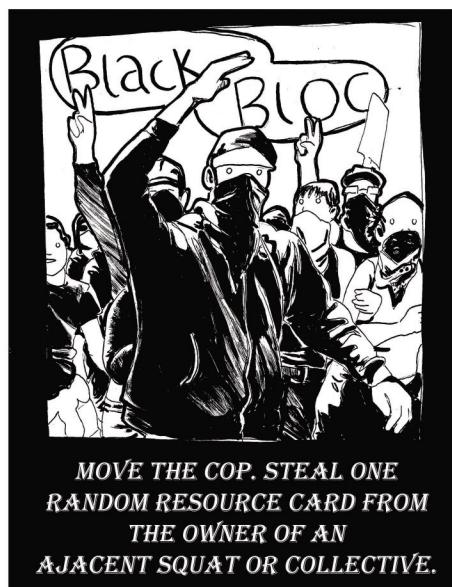
“food”

“stuff”

“skill”

Resource Cards







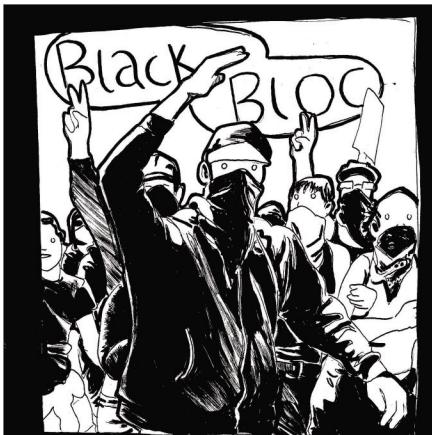
1 PUNK POINT!



1 PUNK POINT!



1 PUNK POINT!



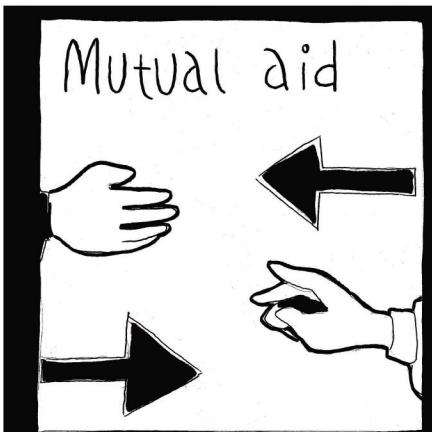
MOVE THE COP. STEAL ONE
RANDOM RESOURCE CARD FROM
THE OWNER OF AN
ADJACENT SQUAT OR COLLECTIVE.



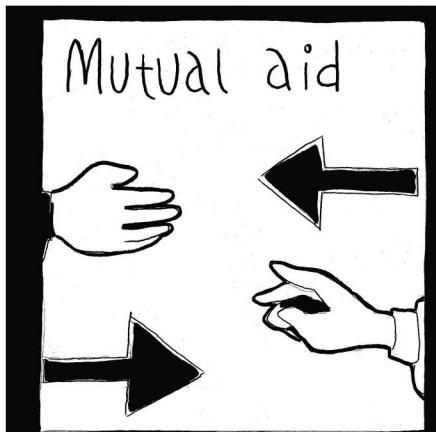
TAKE 2 RESOURCE CARDS FROM THE
PILE, THEY MAY BE 2 DIFFERENT OR 2
THE SAME. THEY MAY BE USED FOR
BUILDING IMMEDIATELY.



TAKE 2 RESOURCE CARDS FROM THE
PILE, THEY MAY BE 2 DIFFERENT OR 2
THE SAME. THEY MAY BE USED FOR
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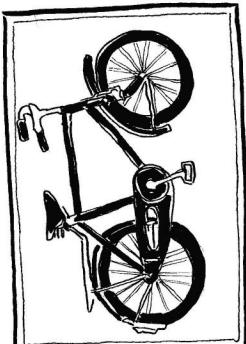
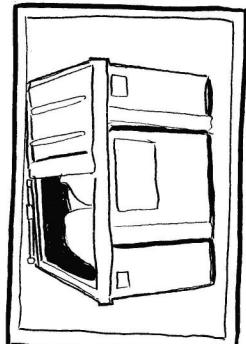
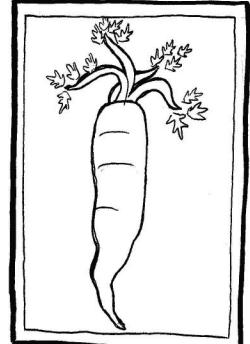
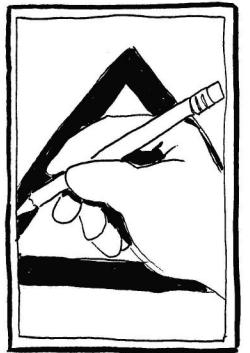
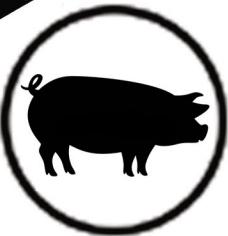
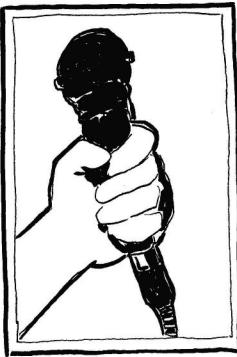
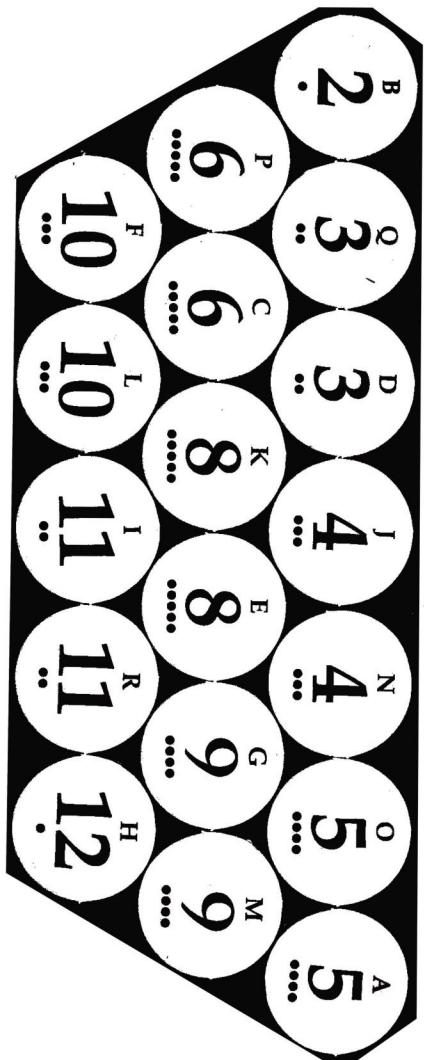
WHEN YOU PLAY THIS CARD ANNOUNCE
A TYPE OF RESOURCE. ALL OTHER
PLAYERS MUST GIVE YOU ALL THEIR
RESOURCE CARDS OF THAT TYPE.



WHEN YOU PLAY THIS CARD ANNOUNCE
A TYPE OF RESOURCE. ALL OTHER
PLAYERS MUST GIVE YOU ALL THEIR
RESOURCE CARDS OF THAT TYPE.



1 PUNK POINT!



Assembly:

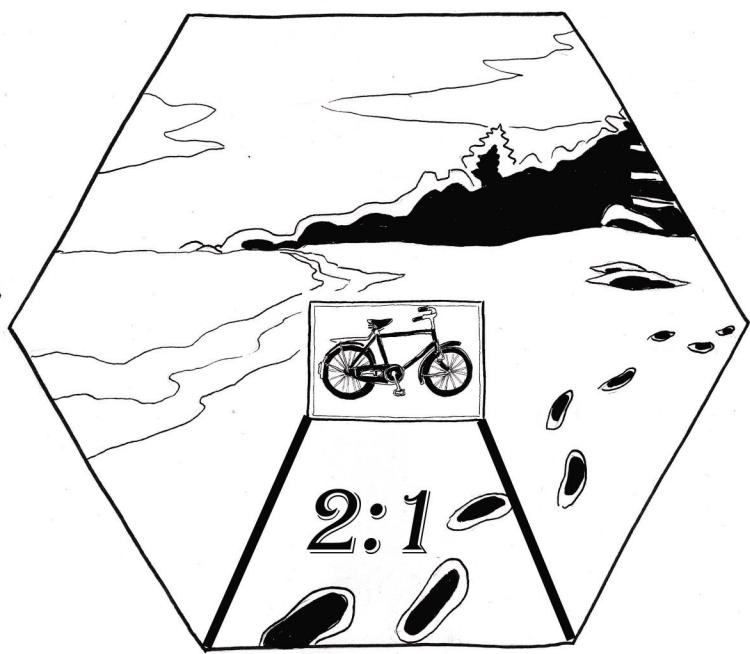
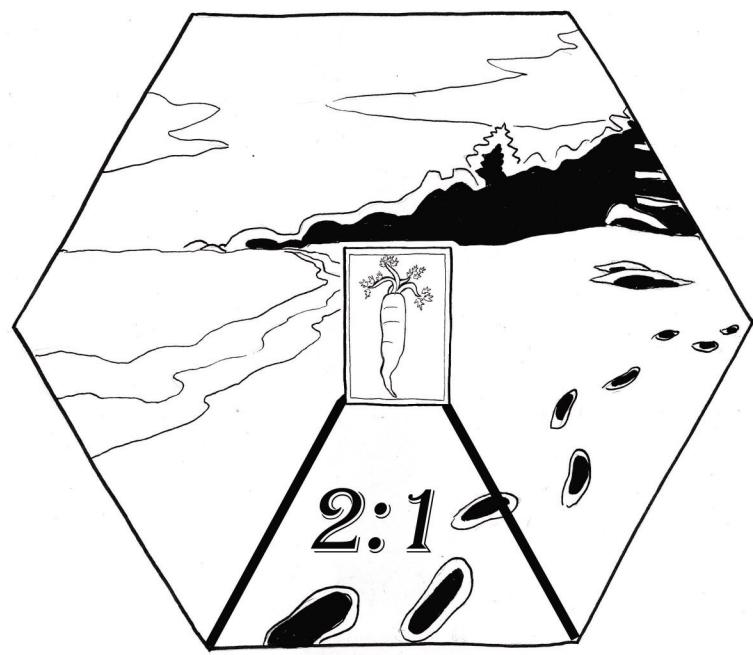
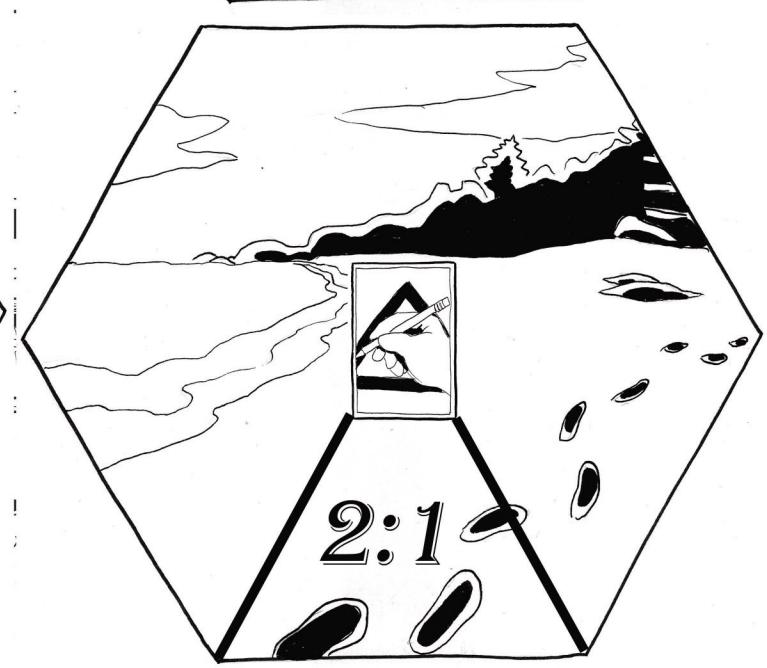
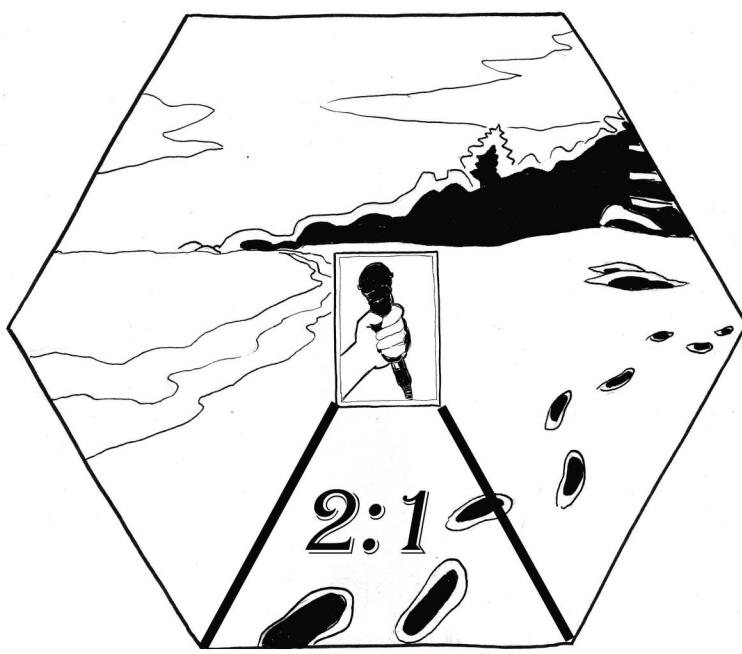
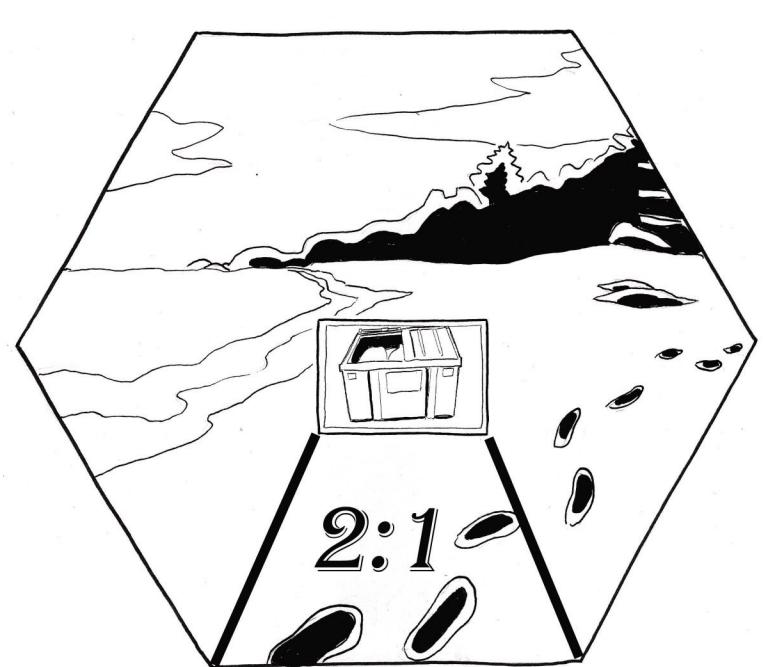
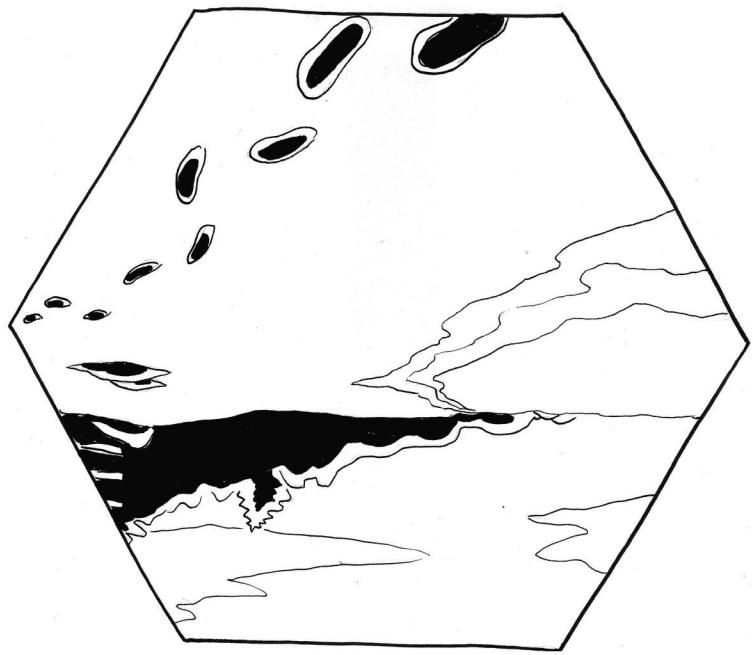
If you just want to play the game quickly all you have to do is cut out the pieces, make the roads, squats and collectives (below) and find 2 6-sided dice. But if you want the game to last through many times playing it you should either laminate it or modpodge/glue it cardboard or paperboard. It might also be nice to color it in with markers or colored pencils.

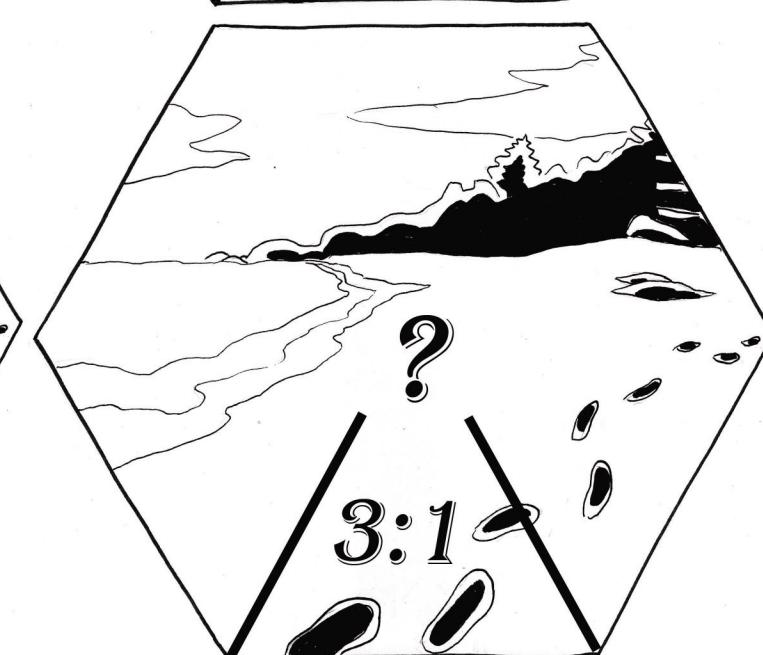
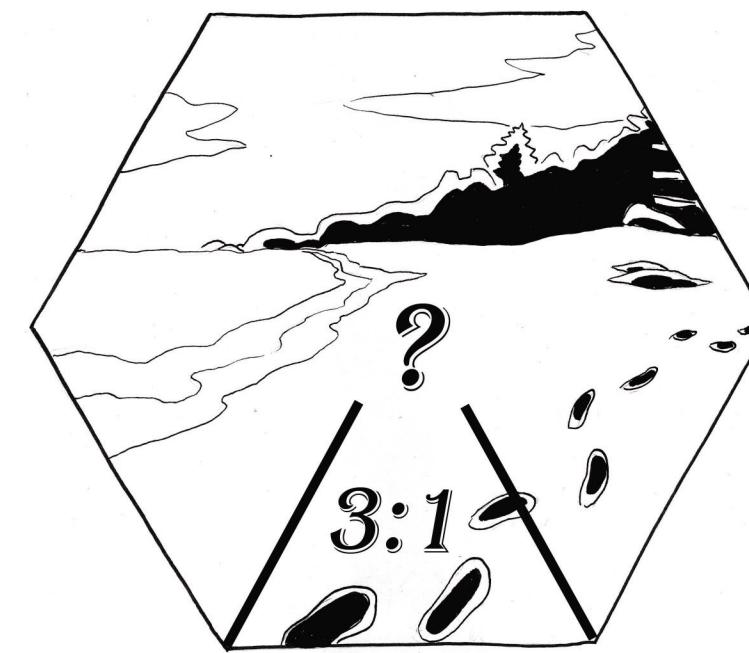
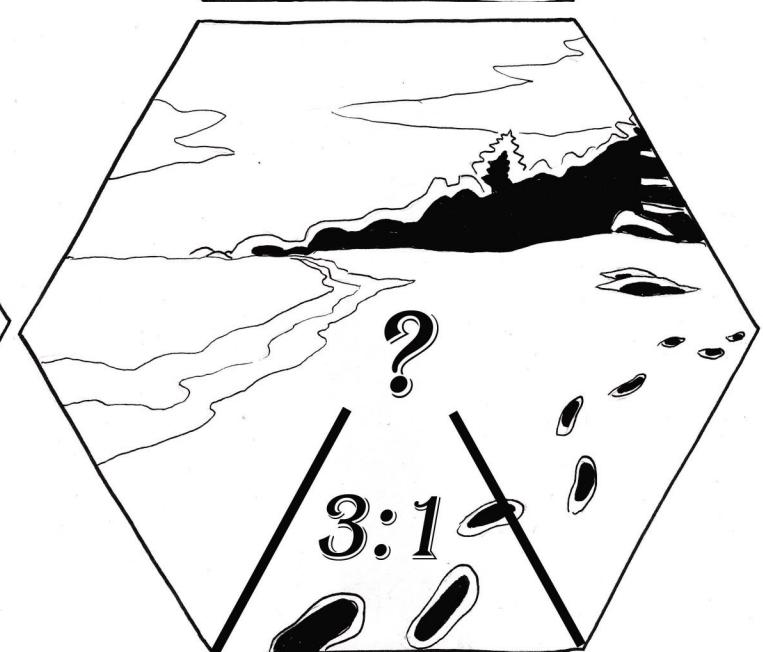
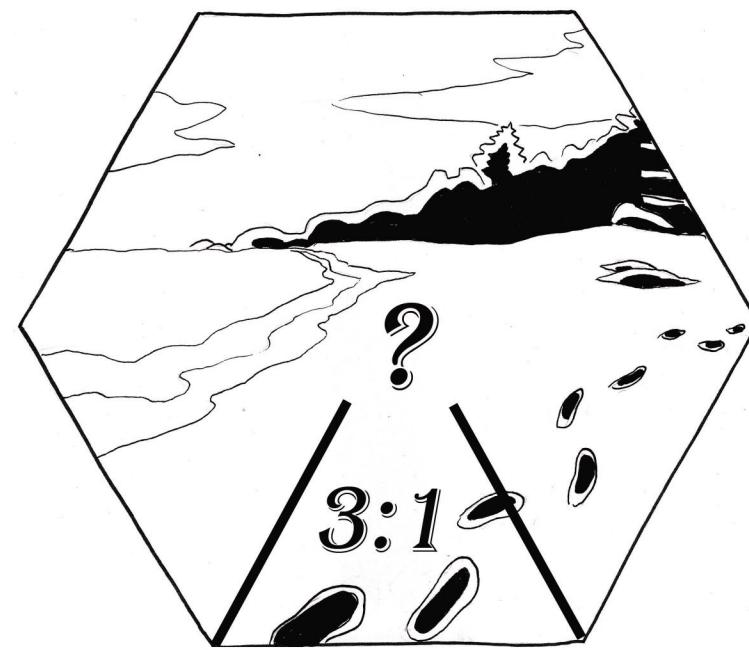
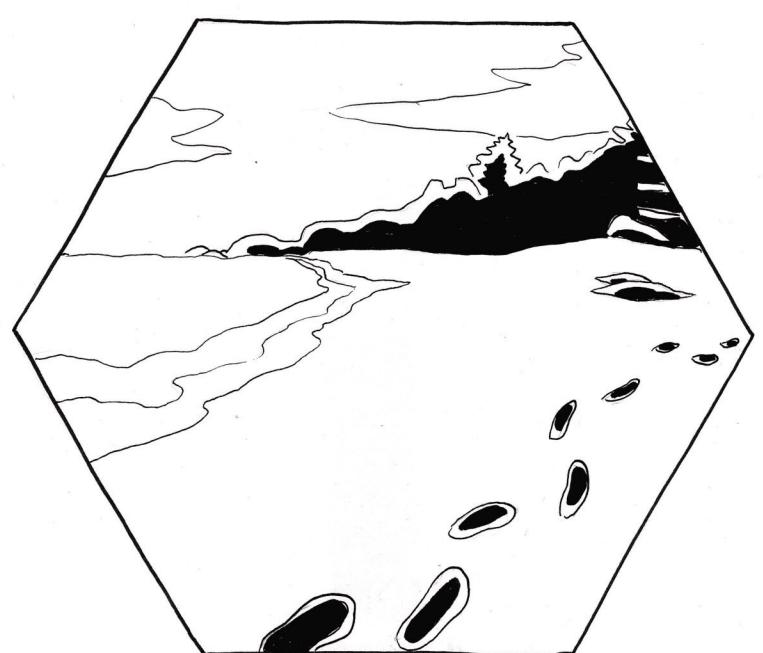
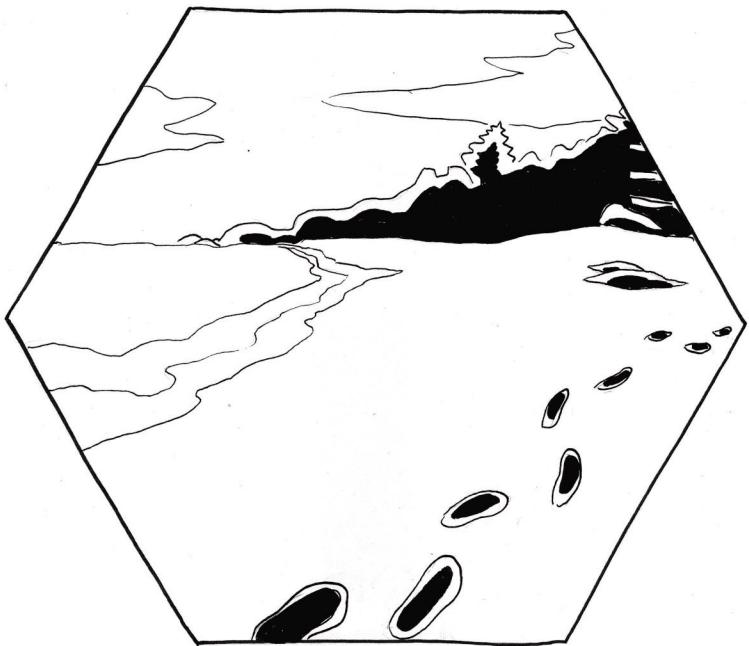
Besides what is in the zine you will need to make:

Playing pieces in 4 colors: (numbers show totals, IE there are 4 Collectives of each color)

- 16 Collectives (C's)
- 20 Squats ()
- 60 Roads (bars)

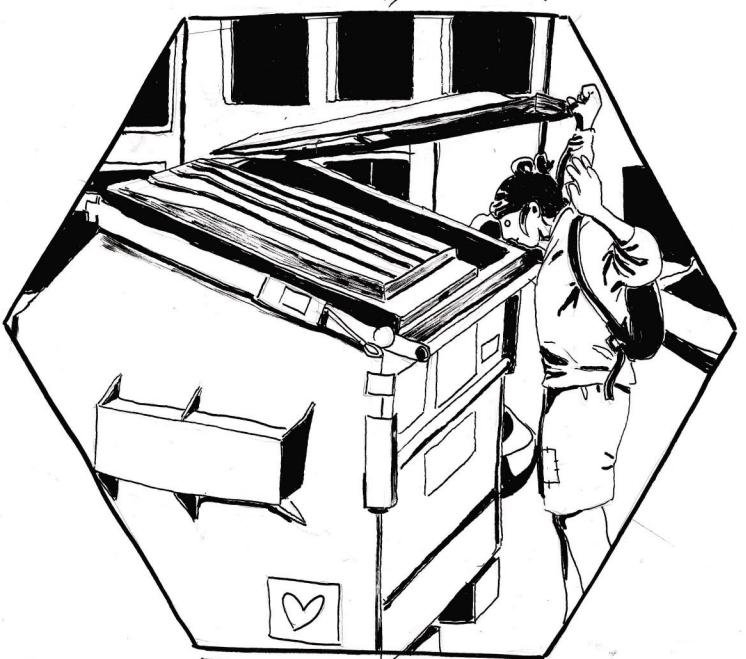
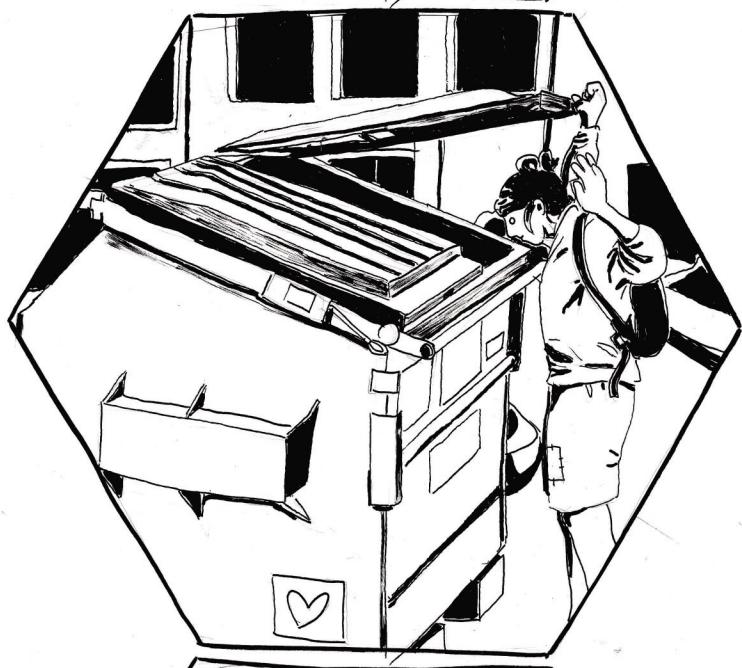
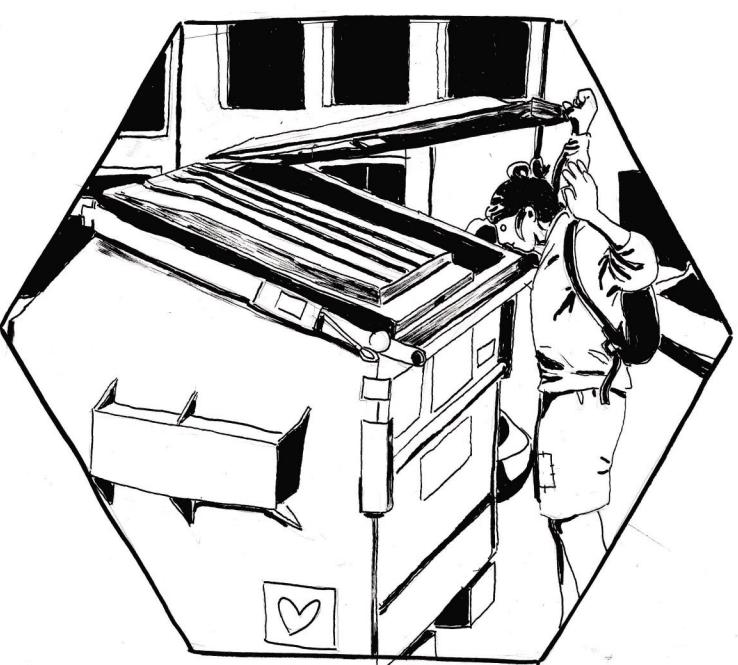
For playing pieces I like to use bottle caps in 4 colors with C drawn on with marker, but you could use colored paper glued to cardboard too. For roads i just use bars of colored paper.











BUILDING COSTS:

ROAD



0 PUNK POINTS

(LONGEST ROAD = 2 PUNK POINTS)

SQUAT



1 PUNK POINT



COLLECTIVE



2 PUNK POINTS



CARD



? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)

BUILDING COSTS:

ROAD



0 PUNK POINTS

(LONGEST ROAD = 2 PUNK POINTS)

SQUAT



1 PUNK POINT



COLLECTIVE



2 PUNK POINTS



CARD



? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)

BUILDING COSTS:

ROAD



0 PUNK POINTS

(LONGEST ROAD = 2 PUNK POINTS)

SQUAT



1 PUNK POINT



COLLECTIVE



2 PUNK POINTS



CARD



? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)

BUILDING COSTS:

ROAD



0 PUNK POINTS

(LONGEST ROAD = 2 PUNK POINTS)

SQUAT



1 PUNK POINT



COLLECTIVE



2 PUNK POINTS



CARD



? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)



MOVE THE COP. STEAL ONE
RANDOM RESOURCE CARD FROM
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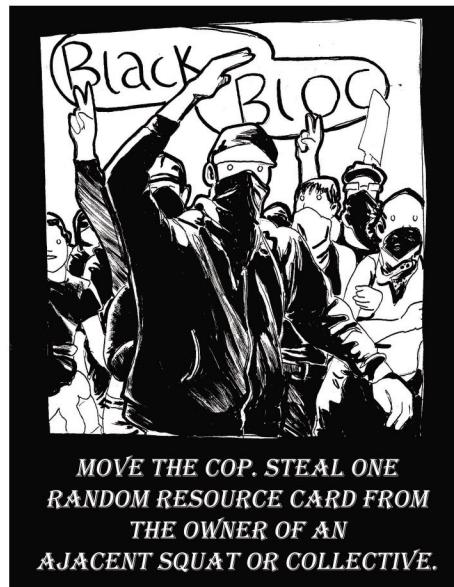
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